geniX Software Development

User Guide

AI TimeTable 2 for FSX

Version 1.5.X

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1 About this guide

This document is divided into the following chapters:

- Chapter 2, “Introduction”, that expose a briefing of the program.
- Chapter 3, “Describing the system”, that illustrates the general requirements
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- Chapter 5, “Step by step instructions for using AITT2FSX”, that contains detailed instructions on how deal with the program.
- Chapter 6, “Enriching infos for AITT2FSX”, that explain some extra features.
- Chapter 7,”The User Flight”, that is focused on the User Flight configuration in AITT2FSX
- Chapter 8,”Printing Time Table”, that illustrates the report printing capability.

The front page image is only for illustration purposes

1.1 Who Should Use It

This guide is intended for users of different degrees of knowledge and experience with the following applications:

- MS-Windows Operating Systems: basically XP SP3 but some tests on Vista and Win 7 have given positive results
- MS-FSX (release fsx-sp120070510-2038)
- MS-SimConnect.dll installed (release 10.0.61355.0)

This guide assumes that you have some knowledge of the operating of the above programs and applications.
For more information, see the appropriate related documentation.

2 Introduction

2.1 Purpose

AI TimeTable is a software simulation of an airport time table for MS-FSX, where the airport location is just where your aircraft is positioned. It is completed with a TTS for speaking flights announcements, optionally.
AITT2 for FSX (AITT2FSX), is the compliant release for MS-FSX of AITT 2 and comes with some light modification both in the user interface and in the global management due to the different interface.
Purpose of this document is to provide all information on how interact with the program.

2.2 Scope

Scope of this guide is to provide a panoramic view of how to play with AITT2FSX.
Further, some mandatory prerequisites are listed in order to run the program.

2.3 System Organization

This document applies to:

- AI TimeTable 2 for FSX
- Version 1.5.x
- All builds

2.4 History

Rel 1.5.8

- Now it is possible to enable/disable displaying of Military flights directly from the user interface.

Rel 1.5.7

- Now it is possible to enable/disable VFR flights directly from the user interface
- Now it is possible to enable/disable Cargo flights directly from the user interface
- A couple of source modification in order to play with Win 7, too.

Rel 1.5.6

- The SAPIDll.dll file is no more used.
- The pop-up menu of the program' system tray icon is showed on clicking the right mouse button.
- The "console" window now can be hidden/displayed by clicking twice on the program' system tray icon.

Rel 1.5.5

- A new exiciting function is now available: Sound Effects. This function permits to hear a typical airport' ambience sound with the AI flights announcements.

Rel. 1.1.5

- Now, if the airline logo is not available, AITT2FSX will first try to use the value of AIRLINE field (in the Airline Manager window) and next (if this is empty) the value of the CALLSIGN one (as in the latest version)

Rel. 1.1.3

- First public release of the program.

3 Describing the System

3.1 Key Features

AITT2FSX is indicated for people loving airports environments and air-watching in the world of MS-FSX. AITT2 provides to such people a virtual monitor (or a couple of them) that displays the flights that are in and around the airport where the user is located on the ground.
The program permits to use airports and airline logos in a simple manner and provides a logical approach to ensure that all departing flights have a good probability to get an operative flight-number[1].
For users that wishes to hear flights announcements, AITT supports MS-SAPI 5.x compliant speech engines in order to provide a better airport ambience.

3.2 Program Inventory

AITT2 for FSX application is composed by the following files:

File	Note
Airport.cds	**Internal database of ICAO codes-Airport relationship, user editable.**
Icao.cds	**Internal database of IATA codes-Airlines callsigns relationship, user editable.**
Midas.dll	**Internal library of AITT2FSX**
Aitt2fsx.exe.manifest	**.net files the helps loading the RTM version of SimConnect.dll**
Aitt2fsx.exe	**Main AI TimeTable 2 for FSX executable**
Aitt2fsx.ico	**Main AI Time Table 2 for FSX icon**

[1] **This due to the fact that MS-FSX do not provide aircraft flight number when the aircraft is "sleeping" on the ground.**

Aitt2fsx.ini	**Main AI Time Table 2 for FSX configuration file**
Release notes	**AI Time Table 2 for FSX latest release notes**
User Manual	**AI Time Table 2 for FSX user manual**
***Flag* folder**	**A folder that contains image (.bmp format) of airlines and airports logos samples.**
***Sfx* folder**	**Contains .wav files for airport ambience**

That must be all togheter into the destination folder selected by the original setup.

3.3 Environment

To run AITT2FSX is necessary:

- MS-Windows Me / XP / 2000 / Vista / W7 Operating system
- MS-SimConnect.dll installed (release 10.0.61355.0).
- A running MS-FSX
- A default printer assigned into MS-Windows
- About 7 Mb of free disk space
- About 10Mb of free RAM memory
- (optional) MS-SAPI 5.x installed (with sample voices)
- (optional) Speech engines SAPI 5.x compliant[2].

We assume also that the system hardware configuration where AITT2FSX will run are adequate to run MS-FSX first.

[2] **The release is relative to the operating system version.**

3.3.1 Special considerations for FSX

In order to get the best from AITT2FSX, below some settings to consider in FSX:

- FSX should be run in *windowed* mode.
- From *General Options*, unflag the item *Pause between applications*.
- 1024x768 pixels of resolution is best suited

3.3.2 Information sources for the program

AITT2FSX information source is mainly the MS-SimConnect AI Object informations data.
In order to display –for some of the aircraft still on the ground – a correct flight-number due to the absence of such data from the SimConnect socket, AITTFSX adopts this behaviour (in sequence):

1. Try to read the proper .bgl traffic file to search for the flight number.
2. Start a logical path to provide a flight number that is compatible with one of the following characteristics at list:
    - Airline
    - National or international flight
    - Geographic area of the flight

The above points permits to AITT2FSX to provide – for that group of flights that comes from FSX with an empty flight number – about the 40% of the correct flight numbers.

Another important aspects of a full correct behaviour of the program is related on **HOW** are corrects the aircraft.cfg files along textures and other things. These configurations will affects **FIRST** your FSX AI environment, next AITT2FSX behaviour: so pay attention especially on atc_airline settings in your aircraft.cfg files because from this value AITT2FSX is able to display IATA code and –if present- airline logo.

3.4 System Operations

AITT2FSX normally should be started **after** the starting of FSX and after positioning your vehicle (aircraft, bus, car, etc.) in an airport; anyway, AITT2FSX has some capabilities that permits *to link with FSX* also if itself was started without FSX running (see further in this manual).

AITT2FSX works as an tray-icon program i.e. it minimize into the tray area of MS-Windows. It has two *working modes*: Console and Traffic[3].
In the Console Mode, we have access to configuration panels of the program and with some other infos; in the Traffic modes only the virtual monitor is displayed with flight information:

Fig. 3.1 - The (black-circled) AITT2FSX icon on the Windows' System-Tray Area

Note: *Double-clicking on the system-tray AITT2 icon, in turn hide/display the console window*

A pop-up menu is showed when clicking the right ' mouse button on the AITT2FSX icon:

Fig. 3.2 - The figure shows the AITT2FSX pop-up menù.

Below the screenshot of the main form of AITT2FSX that shows immediately the program run:

[3] **Sometimes these modes works togheter**

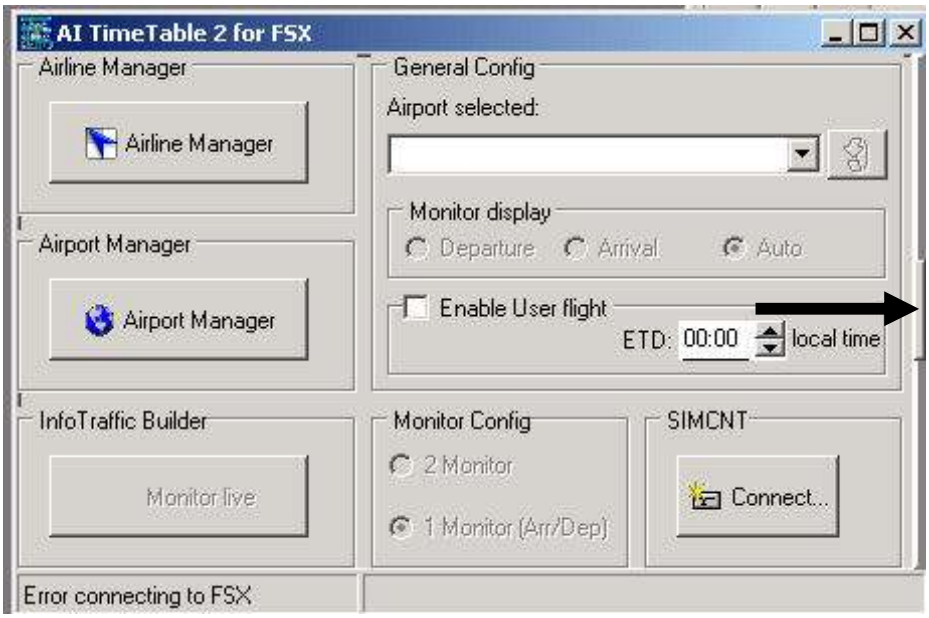


Fig.3.3 - The figure show the main AITT2FSX window with the main configuration screen

The most important things to say is that some other configuration parameters are accessible clicking with the mouse pointer on the “grip” area of the slide (see next in this document).

4 Starting AI TimeTable 2

4.1 First-time Users

Note: As for the Installation Guide, to start AITT2FSX click twice with the mouse on the program desktop icon.

The main AITT2FSX interface is the following: please note the error string in the status bar at the left due to the fact that MS-FSX wasn't running…

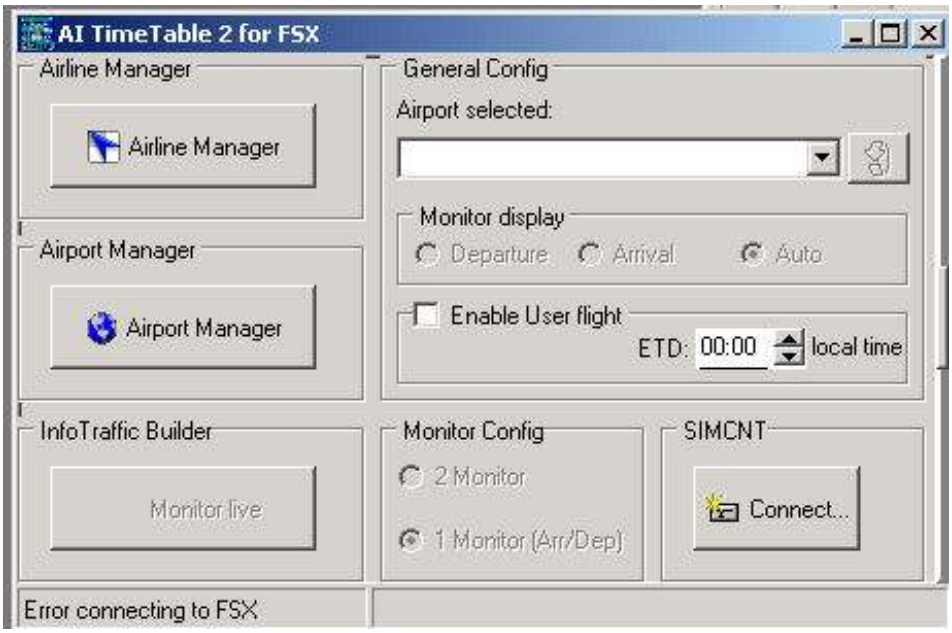


Fig.3-4 - The figure show the main AITT2FSX window with the main configuration screen

On the left, from top to down, we have:

- **Airline Manager button:** clicking on this button, a window will show to permit the configuration of the airline' callsigns, airline name with IATA codes for a **facultative**[4] image of the logo.

[4] **AITT2FSX will show the callsigns if the logo isn' provided.**

- **Airport Manager button:** clicking on this button, a window will show to permit the configuration of airports with ICAO codes; also this is **facultative** as AITT2FSX will show directly the ICAO code if the airport description is not found in the internal database.

- **Monitor live button:** clicking on this button, the monitor(s) window(s) will be showed on the desktop. Each time the button is pressed, AITT2FSX will show (or refresh) the monitor(s) with the current flights around **for that day**. This button is grayed – as in the screenshoot - when FSX is freezed or not running and when the program is already collecting data.

In the *General Config* right-side we found:

- **Airport selected:** a listbox containing the airports to be select. The list can be filled from one of these sources:
    - Internal AITT2FSX airport database
    - FSX live-referenced airports (i.e. the **current** flights' departure/arrival airport)

  The above source configuration is present in **Real-Time** configuration tab (see further in this document).

  The button next the list (*refresh button*), is active only when the source is FSX and there is an active fsuipc link to MS-FSX.

- **Monitor display:** it defines what is displayed in the *single-way* monitor[5]:
    - Departure only flights.
    - Arrival only flights.
    - Automatic mode: Departure and Arrival are displayed in alternate mode with a timing defined in the **Real-Time** configuration tab (see further in this document).

- **(Enable) User flight:** if there is an active flight-plan and you wish to see your flight monitored in AITT2FSX, flag the item; in few milliseconds, the ICAO destination and arrival airport will be displayed into the box and you will be able to define the departure time (**in local time**).

[5] **The defaul for AITT2FSX Shareware version**

- **Monitor config:** it defines how many monitors will be on the display:
  - One monitor for both Departure and Arrival flights.
  - One monitor for Departure and one for Arrival flights.

- **(SIMCNT) Connect button:** this button permits, in case of lost link to MS-FSX Simconnect for some reasons, to re-create the connection without exiting the program.

4.2 Register AITT2 for FSX

AITT2FSX is first released as shareware form, with the following limitations:

3. Max 5 flights listed in the monitor
4. Only one monitor at a time.

In order to *unlock* the above limitations, you must have registered the programs buying a personal license from the vendors.
Having these data, click first on the slider and select the ***Register*** tab:

Fig.4-1 - Inputs for the register tab

Type the user-id and serial number you get into the appropriate fields and then click on the **Register AITT2** button: if the data are valid, your copy of AITT2FSX is well registered. Thank you!

4.3 Exit AITT2 for FSX

To exit AITT2FSX program, there are two methods to use for your choice:
Clicking on the standard Windows *close button*, on the upper left corner of AITT2FSX main window OR select the **Exit AITT2** menu selection from the pop-up menu (see *Fig.3-4 or 3-5)*.

5 Step by Step Instructions for using AITT2FSX

In the following chapter, we'll assume that AITT2 for FSX is up and running togheter with MS-FSX: so, before continue reading this user guide, please **START AITT2FSX BY DOUBLE-CLICKING ITS DESKTOP ICON**

5.1 Instructions

The first thing we do is to observe the main AITT2FSX window:

Fig.5-1 – The main (working) AITT2FSX window

This windows actually uses an airport list derived from arrivals and departures airport near your aircraft and we have selected EDDF (FRANKFURT).

Now, **simply click on the *Monitor live* button and the monitor(s) will appears:**

Fig.5-2 – Departure Monitor

Fig.5-3 – Arrival monitor

The AITT2FSX main window (console) now can be iconized clicking twice on the program' system tray icon.

Note: All the time values displayed are rounded to 0 or 5 last minute digit

5.1.1 VFR and Cargo flights notes

AITT2 can display or not VFR and Cargo flights in its monitors.
For the cargo flights, this is obtained using a couple of rules; a flight is marked as "cargo" if:

1. Has the word "cargo" in the title or/and in the atc_airline field value.
2. Its IATA code (2 chars) is in the AITT2 internal list.

For the VFR flights, AITT2 get information from FS2004 flag for each flights.
To disable or enable the *vfr* and/or *cargo filtering* please use the "Real-time" tab selection.

5.2 Errors and Malfunctions

AITT2FSX, in the majority of cases, can continue working also if some data are not arriving from SimConnect. In the case of error dialog, click on the error dialog button and wait the program re-synchronization with FSX.
If this not happen for a couple of minutes, please close and restart the program[6].
In the case of program-freezing, use MS-WINDOWS Task Manager application to select, from the tab *"Processes"* , the process name AITT2FSX and click on the *"Terminate"* button.

Note: The <*Connect*> button will be enabled only if FSX was shutted down. In this manner, it is not necessary to shut down also AITT2FSX, but simply wait for FSX to be live again (and next click on the Connect button).

[6] **Only one instance of AITT2FSX is allowed at a time**

5.2.1 AITT2 for FSX Messages

These messages could be displayed on the AITT2FSX GUI:

Message	Where	Why
Reading live airports and live traffic files...	**Main AITT2FSX window status bar (left or right side)**	**Reading AI Object Data coming from Simconnect**
FS Freezed...Waiting	**Monitor(s) or main AITT2FSX window status bar (left side)**	**FSX is not in *Ready to fly* mode[7]**
Waiting to reconnect...	**Monitor(s)**	**FSX may be in a freezing state and AITT2FSX will try to reconnect each 20 secs.**
Collecting data…	**Monitor(s)**	**Retrieving live flight information from MS-FSX**
MS-SAPI or Speech Engines not installed	**Main AITT2 application**	**MS-SAPI runtime 5.x is not installed into the system OR there is no Speech Engine available**

5.2.2 SimConnect specialized messages

Below the table the display FSUIPC (error) messages that can appears in the status bar of AITT2FSX main window:

Message	Why
<SimConnect release string>	**Connection with SimConnect FSX-side ok**

[7] when FSX is loading, or reloading a flight or aircraft or scenery.

“Error connecting to FSX”	**Connection with SimConnect FSX-side failed**

5.3 AITT2FSX configuration tabs

In this chapter we are going to explain the various optional settings of AITT2FSX.
The options tab are normally hidden in the main AITT2FSX window; as explained into Cap.4.1 click on the slider button on the right side.
Next click on the chosen tab (Behaviour, Real-Time or Register) to see the related set of options.

5.3.1 Behaviour options

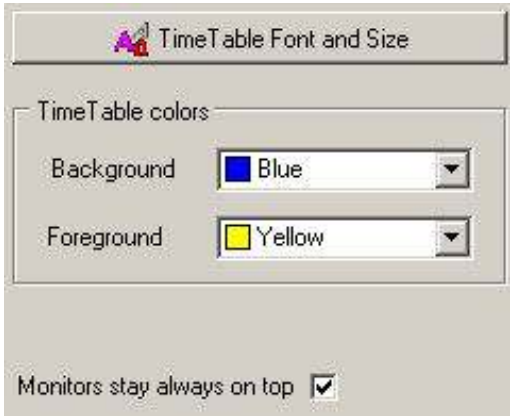


Fig.5-4 – Behaviour options tab

In the TimeTable colors options you can chose the time-table grids background and foreground colors, simply clicking on the arrows to chose the desired color.

The Monitors stay always on top let you configure AITT2FSX Monitors as an *always on top* window, i.e. the monitor will be displayed always on top of the other windows on your desktop. Once selected/deselected, you must click on the “Monitor Live” button to apply the change.
Clicking on The TimeTable Font and Size button, a window will appears:

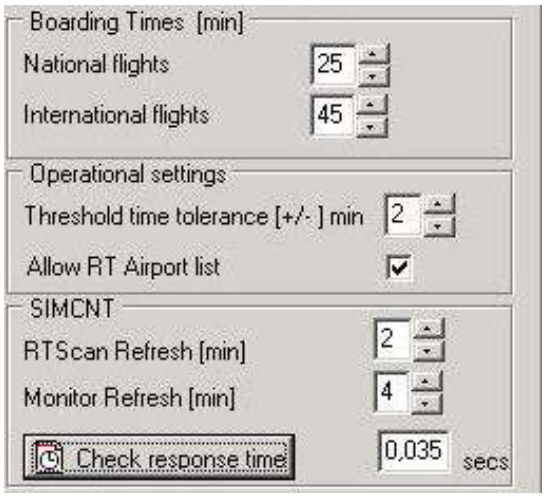
Fig.5-5 – Font and Size dialog window

In this window is possible to chose wich character font, style and size.

Click <OK> to immediately set the values to AITT2FSX

Note: The screenshot is in Italian language; each AITT2FSX installation will get here the appropriate interface languages.

5.3.2 Real-time optionsFig.5-5 – RealTime options



Boarding Times [min]: sets the threshold for National flights and Internation flights boarding time (that is subtracted from official traffic bgl departure time) in order to display the “Boarding” status in the REMARKS column during the aircraft “sleeping” time.

Operational settings:

- Threshold time tolerance [+/- min]: set the minutes range in which a landing/departing flight is declared “On time” status in the REMARKS column. This value is respect to the supposed arrival time based on the distance and altitude from the current airport and on departure time as it is coded into the traffic file (for departure aircraft).
- Allow RT Airport list: set the showing on/off of the list with live airports; the list is filled with the airports collected from FSX.

(Simconnect) SIMCNT related:

- RTScan refresh [min]: set the minutes interval for polling MS-SimConnect to get AI live traffic.

Warning: **On very traffic-dense airports set this value to 2 or 3 minutes refresh**

- Monitor refresh [min]: set the minutes interval of swapping from Departure to Arrival display when AITT2FSX is in one-monitor mode.
- Check response time button: clicking on this button, AITT2FSX will report the time-interval – in seconds – between a request from AITT2FSX and the answer(s) from MS-FSX through the SimConnect interface. This is for troubleshooting purpose only.

5.3.3 SFX Options

This Options are working only if the user has Windows with MS-SAPI 5.x installed. This installation is easy to found on Microsoft main site or here (see AITT2fsx Release notes for further information):
http://www.microsoft.com/downloads/details.aspx?FamilyID=5e86ec97-40a7-453f-b0ee-6583171b4530&displaylang=en

Anyway, the display is the following:

Fig. 5.6 – SFX options

If AITT2fsx, at the startup, did not find any SAPI (or speech engine) installation, there will be a message windows. The "Enable SFX" group will be unchecked: so AITT2fsx will works as until now.

In the case that it is all ok, for the first time you must go on this tab and select the speech engine (or voice) you like to hear in the flight announcements; **confirm this clicking on the "Select speech" button**.

Another important step is the translation table: here you must translate (in the voices language) the foundation phrases of the announcements (those in the *phrase* column). Your translation must be edited into the respective *translated* column[8].

The table here has a pop-up menu that is showed when you click on the right mouse button:

Fig.5.7 - SFX Pop-up menù

To sve your editing, click onto the "Save list" item. Your translated foundation will be saved with the .dat extension and the name equal to the language selected.

So, once you need to change your speech voices, if available, the proper foundation file will be loaded.

[8] **Also for the english, please.**

At any time you can deselect the “Enable SFX” in order to stop TTS flight announcements. However, if you don’t want ambience effects only, please select the “Disable SFX ambience” check-box.

Note: The ambience wave will stop at last one minute after your pushback !!

5.3.4 Traffic Options

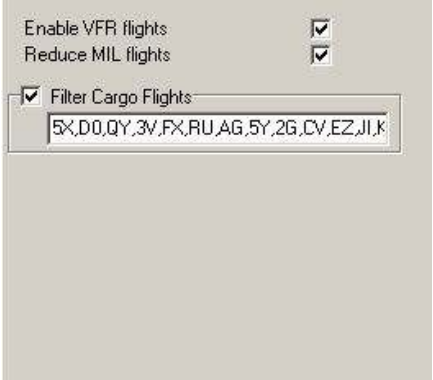


Fig. 5.8 – Traffic options

Enable VFR flights: if checked, the *VFR-marked* flights will be displayed into the monitor.

Reduce MIL flights: if checked, AITT will filter all the flights routed by a military aircraft.

Warning: The program will filter aircraft title containing “air force” string pattern or atc_airline string containing “airforce”

Filter Cargo flights:

Enabling this option, AITT2 will try to filter (aka **not display**) all supposed Cargo flights; apart some fixed behaviour (see Cap. 5.1.1), the program will verify if the two-letters IATA code is present in the editable list here: if found, the flight will be classified as cargo and so not displayed into the monitor.

Note: Please separate the different IATA code with a comma

5.4 Real-time informations and flight status

Below the table with the *template* of flight status info displayed by AITT2FSX:

REMARKS	NOTE
DELAYED (upon departure)	Aircraft is reported to be standing still on the ground after departure time has expired
DELAYED (upon arrival)	Aircraft is reported to be still airborne after arrival time has expired
CLOSED	Valid for both Departures and Arrivals: the aircraft is reported as taxiing (after departure time) or parked at a gate (after arrival)
LANDED	Aircraft is reported to be already on the ground after arrival time has expired
ON TIME (upon departure)	Aircraft is reported on ground and next to boarding time or is not on ground but under the DELAY/CLOSED threshold
ON TIME (upon arrival)	Aircraft is reported on air (within FSUIPC TCAS range) and/or arrival time is under the DELAY/LANDED threshold
BOARDING	Aircraft is reported to be standing still on the ground within the boarding interval from departure time
LAST CALL	Aircraft is reported as start to ready departing from the gate in few minutes.
LATE BOARD	The departure time is expired but we are still below the threshold time value.
XX:XX	Valid for Arrivals only: the flight arrival time estimate for the XX:XX local time

Note: Real Time info about the AI traffic aircrafts is taken from SimConnect data and only aircrafts within 20 Km. from the user aircraft are included.

5.4.1 Flight announcements

The flight announcements, when available, are spoken in the following flight remarks:

REMARKS	ANNOUNCEMENTS STRINGS
DELAYED (upon departure)	Phrase[1]+","+Airline +", "+Phrase[2]+ " "+Flight+" "+Phrase[4]+" "+Airport+", "+Phrase[7]
DELAYED (upon arrival)	Phrase[1]+ +","+Phrase[2]+" "+Airline + " "+Flight+" "+Phrase[3]+" "+Airport+" "+Phrase[9]+ Time+","+Phrase[7]+"."
LANDING	Phrase[1]+","+ Phrase[2]+" "+Airline + " "+Flight+" "+Phrase[3]+" "+Airport+","+Phrase[10]
BOARDING	Phrase[1]+","+Airline +","+Phrase[2]+" "+Flight+" "+Phrase[4]+" "+Airport+","+Phrase[5]
LAST CALL	Phrase[1]+","+Phrase[6]+" "+Airline + ", "+Flight+" "+Phrase[4]+" "+Airport
XX:XX	Phrase[1]+","+ Phrase[2]+" "+Flight+" "+ Phrase[3]+" "+Airport+" "+Phrase[9]+" "+Time+","+

	Phrase[8] + " "+RemarkTime

Legend:

“Attention please”=Phrase[1];
“Flight”=Phrase[2];
“From”=Phrase[3];
“To”=Phrase[4];
“Now boarding”=Phrase[5];
“Last call for flight”=Phrase[6];
“is Delayed”=Phrase[7];
“Is Estimated to arrive at”=Phrase[8];
“Of”=Phrase[9];
“is landing”=Phrase[10];

6 Enriching infos for AITT2FSX

AITT2FSX, in its basic installation and configuration, usa a sample set of ICAO codes to get airport description into grids togheter a set of bmp files that represents airline flags[9] and airport logos too[10].
Every user can add, delete or modify this sets in order to give descriptions and visual flag to airlines.
This jobs are performed using two windows that are available from the main AITT2FSX folder:

- Airport Manager
- Airline Manager

6.1.1 Airport Manager

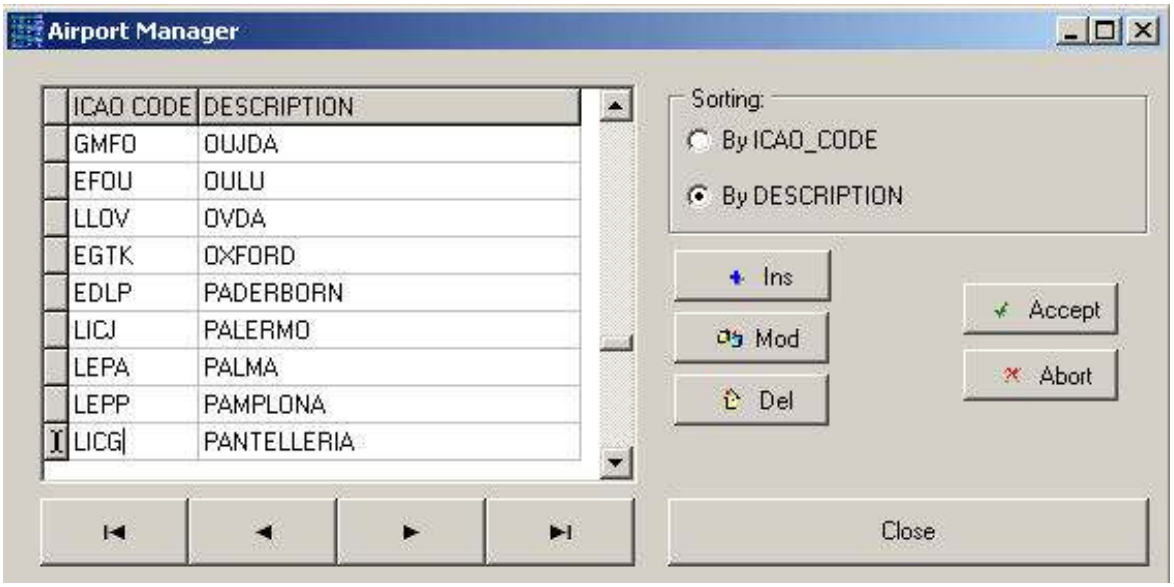


Fig-6-1- Airport manager window

[9] **All bitmaps are copyrighted to and trademarks of their owners.**
[10] **All bitmaps are copyrighted to and trademarks of their owners.**

To navigate the list, use the buttons:

|< , to set the cursor on the first record of the list

< , to moves the cursor one record up the list

> , to moves the cursor one record down the list

>| , to set the cursor on the last record of the list

It's possible to sort the list in two modes: by ICAO description column and by Airport DESCRIPTION column.

To modify the list, use the buttons:

- **Ins**, to adds a new record to the list
- **Del**, to deletes the current selected record from the list
- **Mod**, to edits the current record[11]
- **Accept**, to confirms the last operation (adding, editing or deleting a record)
- **Abort**, to aborts last operation of adding, editing or deleting a record

Note: If the <*Accept*> button is not enable, this means that your modification was already confirmed (this happens when moving cursor between fields).

At the end of your activity, click on the "Close" button to close the window.

To INSERT a new airport: click on "+" to add a new record, fill-in the fields, then "Accept" for confirmation or "Abort" to abort.

To DELETE a new airport: clock on "-" to delete the current (selected) record, then "Accept" for confirmation or "Abort" to abort.

EDIT an airport: click on "^" to put the selected record in editing mode, perform the modification, then click on "Accept" for confirmation or "Abort" to abort.

[11] **It is possible to edit a record simply by selecting it and clicking on one of the fields; the cursor displays the edit (I) mode.**

6.1.1.1 Airports logo

It is possible to display on the up-middle of monitors a logo representing the airport.
To working with this feature, simply create/copy a bitmap with the name equal to the four-letter code of the airport into the *flag* folder.
In this way, AITT2FSX each time will load the airport monitor, it will search for the airport ICAO code .bmp file and, if found , will display it. (see the figure 5.3 above for an example)

6.1.2 Airline Manager

Fig.6-2 – Airline Manager window

To navigate the list, use the following button:

|< = sets the cursor on the first record of the list
< = moves the cursor one record up the list
> = moves the cursor one record down the list
>| = sets the cursor on the last record of the list

It's possible to sort the list in two modes: by IATA code column and by airline' CALLSIGN column.
If the bitmap is available, it will be displayed in the related frame on the window, otherwise AITT2FSX will try to get the airline name value and next, if this is empty, the callsign one.

To modify the list, use the buttons:

Ins , to add a new record to the list

Del , to delete the current selected record from the list

Mod , to edit the current record[12]

Accept , to confirm the last operation of adding, editing or deleting a record

Abort , to abort last operation of adding, editing or deleting a record

Note: To edit the airline logo, click on the **[…]** button that appears at right in the logo field: a browse directory dialog window will appear for chosing the flag bitmap into the flag directory.

At the end of your activity, click on the “Close” button to close the window.

To INSERT a new airline: click on “+” to add a new record, fill-in the fields, then “Accept” for confirmation or “Abort” to abort.

To DELETE a new airline: clock on “-“ to delete the current (selected) record, then “Accept” for confirmation or “Abort” to abort.

To EDIT an airline: click on “^” to put the selected record in editing mode, perform the modification, then click on “Accept” for confirmation or “Abort” to abort.

Note: If the <*Accept*> button is not enable, this means that your modification was already confirmed (this happens when moving cursor between fields).

The AIRLINE field is not used yet by AITT2FSX

[12] **It is possible to edit a record simply by selecting it and clicking on one of the fields; the cursor displays the edit (I) mode.**

7 The *user* flight

The user flight behaviour of AITT2FSX permits to “load” into the flights monitor, the “active” flight plan that is associated to the user aircraft.
This “User” flight (UF) is monitored into the timetable as it was a normal AI traffic flight.
To activate this features, click on the “Enable User Flight” flag in the “General Config” set of the main AITT2FSX form: if there is an active flight plan for that aircraft, the ICAO code of destination and origin airport will be displayed:

Fig. 6-1 – User flight set

The above example is for a flight from Salzburg to Zell-am-See (Austria).
The Estimated Time Departure (ETD) should be set at the time the user thinks to close the door…

Fig 6-2 – User flight set completed

Now is possible to next click the “Monitor Live” button, set to the departure airport:

Fig.6-3 – Departure monitor with the UF

From this moment on, the UF will be monitored as it was an AI flight in your environment.

Note: *The Arrival monitor will display UF around the middle of the whole flight*[13]

Note: To remove the User Flight, simply uncheck the Enable User Flag.

[13] **Based on # of waypoints into the FP**

8 Printing time tables

To print a time table, click on the button on the down left side of monitor.

Note: If AITT2FSX is busy, the button will not show the “mouse-pressing” behaviour: wait just a couple of seconds.

The following screen will appear, depending on airport and monitor type (Arrivals or Departures):

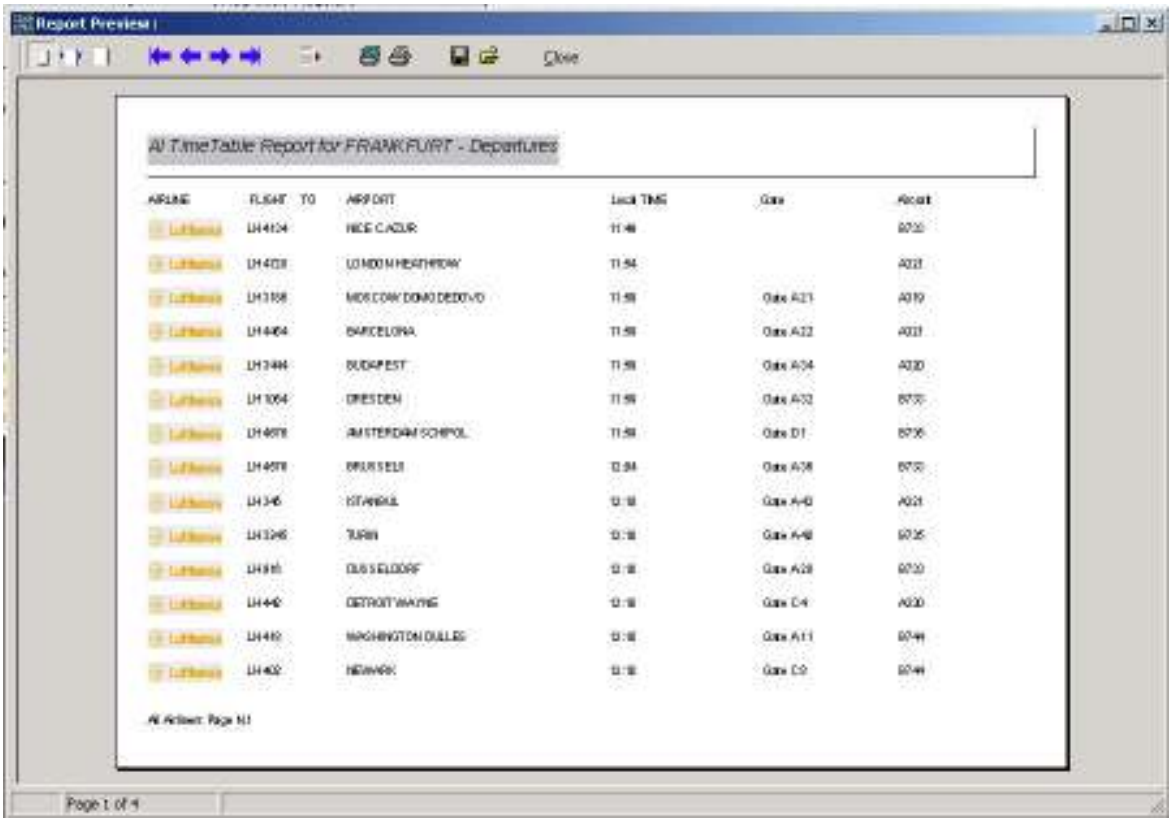
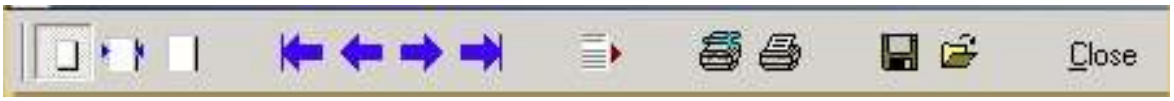


Fig.7-1 – Sample report printing

On the top of this windows you'll find some icons with the functionalities illustrated by hints activated by mouse pointer on them:



Windows fitting

Report page scrolling.

Goto page button

Printer setup and printing icons.

Save/Load report

Close report.

Note: The printed report is sorted only on the *Time* field